

New Brighton Parks and Recreation Adult Softball Rules

1. GENERAL PLAY & FIELDS

- a. NO DRINKING OF ALCOHOLIC BEVERAGES BY ANY NEW BRIGHTON SOFTBALL TEAM PLAYER DURING THE GAME. NO SMOKING IN THE PARKS. **Ordinance Regarding alcoholic and intoxicating beverages in parks:** Alcohol cannot be consumed during softball games. No Alcohol or drugs are allowed on the softball bench. Beer in quantity packages of less than a case, may be possessed by teams, transported to and from and consumed during the course of picnicking at designated picnic tables and shelters.
- b. Please park in parking lot or streets adjacent to playing fields. Do NOT park on grass.
- c. Electronic Equipment: Due to safety concerns, at no time can a camera, audio or video device be worn or used by a player or coach on the field of play. Exceptions must be approved by the league director prior to the game.
- d. Children are not allowed to work as bat boys/girls during the game. All children under the age of 17 must remain safely behind the dugout fencing. There have been many accidents nationwide where players have been warming up and a child has been hit with a bat. Children under the age of 8 must be with a parent or guardian that is not playing softball.

2. PLAYER ELIGIBILITY & ROSTERS

- a. Players must be 17 years of age.
- b. Any player on a New Brighton team roster playing with more than one team within the same league will risk forfeiture of all games played by those teams unless approved by the director.
- c. Managers are responsible for having correct information on roster forms. A team with incorrect information could be expelled from the New Brighton softball leagues.
- d. Team rosters must be submitted to the league director by the given deadline. Please have your team members fill in and sign the the roster at your first game and turn it in to the league director. Additional players may be added throughout the season, but they must sign a waiver.
- e. The roster must have no more than 20 players.

3. FORFEITS

- a. A 5-minute grace period will be allowed from the scheduled starting time. Teams must have a minimum of 9 players on the field to start and finish the game.
- b. A \$25.00 forfeit fee will be assessed to teams forfeiting at the field. To save this fee, team manager must contact the Parks & Recreation Department at 651-638-2123 before 2:30 pm the day of the game. Game will still be considered a forfeit.

4. POSTPONEMENTS

- a. In the event of severe weather, managers and players should call the Parks & Recreation Department's Cancellation Hot Line (651-638-2141) after 3:00 pm. Once games are canceled, they will not be played even if the weather changes. After 4:30 pm, it will be the umpire's decision to postpone the games due to weather or unsafe playing conditions. If the first game is called by the umpire due to weather or unsafe playing conditions, 2nd game will automatically be called. Games will be rescheduled on regular playing nights if possible or on Sunday evenings.

5. PROTESTING

- a. A written formal protest must be submitted within 2 working days following the incident and must contain the information requested from the USSSA Rule 4, Section 11. Note: A \$25.00 bond or check must accompany protest which will be refunded only if the protest is honored.

6. PLAYING RULES

Playing rules will follow MRPA/USSSA official rules with some minor changes.

- b. Umpire will make the decision on playability of the field.
- c. The 10-run rule is in effect after 5 innings. Flip Flop Rule after 4th inning.

- d. Regulation game shall consist of 7 innings. No inning of the first game may begin later than 65 minutes after the scheduled starting time. The second game may be called due to darkness if the umpire determines it is too dark to play safely. It will be a regulation game if a game is called by the umpire after 4 complete innings are played.
- e. In the event both teams have scored an equal number of runs, resulting in a tie game, the game will remain recorded as a tie. In determining league standings, a tie is .5 (This applies to a game called after at least 4 complete innings.) Note: If there is a tie in the standings between teams, total runs scored against each other will determine rankings.
- f. All Leagues, All Fields - Teams will be allowed three (3) home runs each per game, subsequent home runs, batter/runner will be out. Base runners may not advance. Team hitting the home run retrieves the ball quickly.
- g. Players need to remain behind the fence near the bench area at all times. Players allowed on the field are the batter, the batter on deck and the team manager. First and third base coaches are allowed, but may not be on the playing field. Non players are not allowed on the team bench.
- h. All leagues will have 3 balls, 2 strikes count. There will be no courtesy foul.
- i. Courtesy Runners: Only one Courtesy runner per inning may be used. The courtesy runner is the last recorded out. If it is the first inning of the game, no courtesy runner may be used until an out is recorded.

7. PLAYERS AND SUBSTITUTES

- a. The minimum is nine (9) eligible players to start a game. Tenth position in the batting order will be an automatic out. Team managers can make the choice to play with 9 players for the entire game with tenth player (coming late) as a substitution, therefore eliminating automatic out.
- b. In absence of an official score sheet, a scorer, a player or a substitute shall be officially in the game when his name has been entered on the opposing teams score sheet or the player has been announced as a substitute by his manager.
- c. The additional hitter rule can be used. If additional hitter rule is used, the team must finish with 11 or 12 (total players they started with) or take an out in each vacant position in the batting order.
- d. Roster batting may be used. When using roster batting, if a player must leave the game for any reason, his/her place in the batting order is an automatic out. In roster batting you can never change your batting order. In the Co-Rec. leagues, two males can never bat consecutively.

8. BATTING

- a. In absence of official scorekeeper and since only one umpire is at each game, teams must exchange line ups with each other.
- b. Count is 3-2, no courtesy foul.
- c. A batter is out when they have two strikes.
- d. A batter is given a walk when 3 balls are called by an umpire.

9. MIXED LEAGUE

- a. The competitive league will use the 11 inch ball when a female is batting and a 12 inch softball will be used when a male is batting. The recreational league will use the 11 inch ball when a female is batting and a 12 inch softball will be used when a male is batting. If the wrong ball is pitched, the play will be considered dead immediately and the correct ball will be delivered to the pitcher. No change in the count will occur. Also, any base runners return to base occupied at the time of the pitch.

10. PLAYERS AND SUBSTITUTES

- a. The number of players a team may start a game with is 9, as long as there is never a point in the game when the number of male players exceeds the number of female players. Team managers can make the choice to play with 9 players for the entire game with tenth player (coming late) as a substitution. The 10th spot in the lineup will be an out until the player shows up.
- b. All outfielders, including the designated short fielder, shall be no closer than 100 feet from pitcher plate until the ball is hit. No player from a team in the field, with the exception of the pitcher, shall be in advance of the back edge of the pitcher's plate until ball is hit. Violation: No pitch.
- c. When a male batter receives a base on balls or initial walk, he will be awarded first and second base with next female batter having the option to walk or bat.
- d. Unsportsmanlike conduct (i.e. swearing, negative comments) and unnecessary roughness will not be tolerated. As an example, when a player is covering a base for a force play, another (male or female) should not slide or run into the player with sole purpose of taking the player out of the play. This does not mean a female or male player may block the path of a runner. All players are responsible for avoiding physical contact.
- e. Courtesy Runners: For the mixed league games, only the last male out can be a courtesy runner for a male and only the last female out can run for a female.

11. EQUIPMENT AND UNIFORMS

- a. Metal cleats are prohibited.
- b. Home team must provide the new game ball plus a good back up ball. In Co-Rec leagues where two (2) sizes of balls are used, the balls should be used for two games.
- c. It is recommended that teams have similar colored shirts. At all regional and state tournaments, teams must have same color shirts and numbers on back.
- d. Wearing a catcher's mask and/or mouth guard are optional, but recommended.

12. BATS

- a. All bats used in Minnesota leagues must have the new permanent USSSA stamp on the taper on the bat or be a wood bat.

13. SAFETY BASE

- a. When using a safety base the batter-runner must touch the red or orange portion of the base. The defensive player must touch the white portion. This does not include:
 - 1. Returning to the base after over running.
 - 2. Running on a base hit to the outfield.
 - 3. Re-tag to advance on a fly ball.
- b. Any attempt to force the batter runner out at first base on the initial throw that pulls the defense off of first base into foul ground, the defense and the batter may use either the white or colored portion of the base.

14. PLAYING FIELD

- a. Out of play lines are drawn parallel to the 1st and 3rd baselines. In all cases the player's bench and cement area surrounding bench will be considered out of play. Affect: Ball is dead.
- b. Fence distance is approximately 275-300 feet. Leagues will be playing with a dudley (.40 core softball). Optic yellow softballs will be used to increase visibility at dusk. Bases length is 70 feet.

15. SPORTSMANSHIP

- a. Profanity and verbal attacking opponents, umpires and fans by players or spectators will not be permitted. The umpire shall eject anyone from the game who violates this rule.
- b. Team managers are responsible for all team members and the team's fans:
 - 1. In the event that a player or spectator is involved in the violation of this rule, the umpire will eject this individual from the park.
 - 2. In the event that a player or spectator will not leave the park, the umpire will stop the game and award a win to the opposing team.
 - 3. If both teams are involved, a double forfeit will be declared.
 - 4. Unnecessary roughness will not be tolerated. As an example: players running to a base (other than first) need to get down or out of the way if a play is being made at that base. Runners who do not slide and collide into the baseman will be ejected from the game.

16. UMPIRES

- a. All umpires will be assigned by league director.
- b. In the case of an umpire's absence, managers will need to select an umpire from the crowd or from their team to officiate the game. The person that umpired the game should call in scores to the Parks and Recreation Department the next morning. This person will be reimbursed at the current rate for officiating by leaving their name, address, phone number and # of games officiated with the league director at 651-638-2123. We will also need the scores of the game. The City will issue a check to the substitute umpire within 15 working days.

17. AWARDS

- a. A check will be awarded to the league champion, league runner-up and tournament champion if the league has an end of season tournament.
- c. State Tournament information is on the next page. Berths to regional and state tournaments are awarded in many of the leagues. If you are in a league that does not send a team to state or regional tournaments your team can still register and pay their own way. Teams must sign up by the posted deadline.